

# All Interviews with Hidetaka Miyazaki: A Comprehensive Collection

For your convenience, all interviews have been consolidated into a single document where you can easily search for specific topics using Ctrl + F. You can access the comprehensive collection [here](#)

Additionally, I've included a [[Comprehensive timeline of all FromSoftware games](#)] based on interview data, providing a chronological perspective on the FromSoftware development history.

This compilation was assembled by [Levovit Lore](#). If you notice any missing interviews or incorrect information, please feel free to comment or reach out to me directly via Instagram([@levovit](#)) or email ([levovit1@gmail.com](mailto:levovit1@gmail.com)).

## Demon's Souls

2009/03/19 [Why are masochistic games so popular now?](#) [4gamer] (need google translate)

2009/04/02 Demon's Souls Director: "I Wanted It To Be Easier", No Plans For Sequel Yet [Famitsu] [Translation](#) [Original](#)

2010/05/28 [Souls Survivor](#) [EuroGamer]

## Dark Souls

2011/02/04 [Dark Souls Q&A: Variety is the Spice of Death](#) [Ps Blog]

2011/02/08 [Is Dark Souls inherits the soul of Demon's Souls](#) [4Gamer] (google translate)

2011/02/23 [Dark Souls Developer Q&A Original](#) [1Up]

2011/11/08 [The Mind Behind Dark Souls](#) [IGN]

2011/12/08 Game No Shokutaku Podcast Interview [Translation](#) [Original](#)

2012/05 [Dark Souls 1 - Design Works Interview](#) [Famitsu]

2012/02/28 [Miyazaki who gave birth to a world-class hit from inexperienced game production](#) [Gigazine]

2012/08/30 [Dark Souls interview – hard master](#) [GameCentral]

2012/11/02 [Dark Souls' Miyazaki Talks Artorias of the Abyss](#) [IGN]

## Dark Souls II

2012/12/19 [If Ds1 was set in the North Pole, Ds2 would be in the South Pole](#) [Famitsu]

2012/12/22 [Why Miyazaki will no longer be the director](#) [4Gamer] (google translate)

2013/01/22 [Demon's Souls' creator looks back at the making of an RPG classic](#) [Ps Blog]

2013/01/28 [Miyazaki on stepping away from Dark Souls II](#) [Edge]

## Bloodborne

2014/06/12 There are Guns, But From Software's Bloodborne Won't Be a Shooter [Famitsu] [Translation](#) [Original](#)

2014/06/19 Interview with Hidetaka Miyazaki [4Gamer] [Translation](#) [Original](#)

2015/02/05 [Interview with Hidetaka Miyazaki](#) [IGN]

2015/03/11 Q & A with Hidetaka Miyazaki [\[Edge Magazine\]](#) [\[Wiki\]](#) [Edge]

2015/03/13 Bloodborne going gold event [\[Wiki\]](#) [\[Translated\]](#) [\[Original\]](#) [Famitsu]

2015/03/16 [Bloodborne's Violence Not Gratuitous, Director Says](#) [Kotaku]

2015/03/20 [A Playstation Blog Conversation with Hidetaka Miyazaki](#) [Ps Blog]

2015/03/24 [Can the man who made Bloodborne actually finish his own game?](#) [Games Radar]

2015/03/31 [Bloodborne creator Hidetaka Miyazaki: 'I didn't have a dream. I wasn't ambitious'](#) [Guardian]

2015/04/02 ["deadline is invention mother". Development secret story](#) [Gigazine]

2015/04 [Drained of Blood](#)

2019/10/10 [Hidetaka Miyazaki Says Bloodborne Was His Favorite Game To Make](#) [GameSpot]

2024/02/21 [Elden Ring boss discusses Bloodborne remake](#) [EuroGamer]

2024/06/13 [Miyazaki 'knows for a fact' other FromSoftware devs want a Bloodborne PC port](#) [PC Gamer]

## Dark Souls III

2015/06/17 [Dark Souls III has fewer maps, but larger scaler](#) [Famitsu]

2015/06/17 [Our first look at Dark Souls 3 gameplay and its new changes to combat](#) [E3]

2015/08/10 [Dark Souls 3 Interview: "This is a Turning Point for the Series"](#) [GameSpot]

2015/08/10 [Hidetaka Miyazaki on Dark Souls 3's changes to bosses, magic, combat, and more](#) [Polygon]

2015/09/28 [Beyond Dark Souls – The Private Life Of From Software's Hidetaka Miyazaki](#) [GameInformer]

2015/11/03 [Dark Souls 3 “Possible To Accomplish” Says Miyazaki](#) [PlayMag]

2015/11/17 [Production on Dark Souls 3 Began Without Miyazaki](#) [IGN]

2015/11/20 [Dark Souls 3 Interview: "It Wouldn't Be Right to Continue Creating Souls"](#) [GameSpot]

2015/12/17 [Miyazaki says Dark Souls hides no more secrets](#) [Edge]

2016/03/01 [On the Sublime and Beautiful: A Conversation with Miyazaki](#) [Vice]

2016/03/01 [Miyazaki interview – ‘I’m not necessarily pursuing the latest trends in the industry’](#) [GameCentral]

2016/03/02 [Dark Souls 3: Miyazaki explains the difference between “difficult” and “unreasonable”](#) [Vg247]

2016/03/02 [Close Up With Hidetaka Miyazaki, Director of Dark Souls III](#) [Geekculture]

2016/03/29 [Dark Souls' director 'doesn't believe' player who beat the game without taking a hit](#) [Wired]

2016/04/12 [Dark Souls 3 director: it's about 'accomplishment by overcoming tremendous odds'](#) [Wired]

2016/04/27 [From Software Is Done With Dark Souls](#) [GNN Gamer]

2016/05/12 [What is the future of From Software?](#) [4Gamer] (google translate)

2016/07/07 [Preparing For Life After Dark Souls: A Conversation With Designer Hidetaka Miyazaki](#) [Kotaku]

2016/09/21 [Dark Souls III Director Miyazaki Talks DLC; Future Games, Armored Core and Much More](#) [DualShocker]

2016/10/04 [Miyazaki on 'Zelda,' Sequels and Starting Out](#) [Rolling Stone]

2017/04/13 ["I think 'Dark Souls' was a happy series," says Miyazaki](#) [Famitsu] (google translate)

## Déraciné

2018/06/16 [From Software's Hidetaka Miyazaki On Déraciné And Pursuing His Hidden Passions](#) [GameInformer]

2018/06/18 ["Deracine" that stimulates the "From Software brain" and From Software's future](#) [Famitsu] (google translate)

2018/06/19 [Interview: Hidetaka Miyazaki Reveals New Details on Déraciné for PS VR](#) [Ps Blog]

2018/07/02 [E3 2018: Déraciné is a Beautiful, Cryptic Experience From FromSoftware](#) [IGN]

2018/07/26 [The Haunting VR Visions of FromSoftware](#) [CGMagazine]  
2018/08/06 [Interview: Hidetaka Miyazaki Reveals New Details on Déraciné for PS VR](#) [Guardian]  
2018/11/05 [Déraciné Q&A: Miyazaki on the Origins of FromSoftware's PS VR Debut](#) [Ps Blog]  
2018/12/29 [From Software has begun to see the results of the new system, "Déraciné"](#) [4Gamer] (google translate)

## Sekiro

2018/07/05 [Sekiro: Shadows Die Twice promises a thrilling evolution of the Souls formula](#) [EuroGamer]  
2018/07/13 [Interview: Miyazaki on the Limbs and Lore of Sekiro: Shadows Die Twice](#) [Ps Blog]  
2018/07/18 [Sekiro players "need to be constantly on edge" warns Hidetaka Miyazaki](#) [Edge]  
2018/10/02 [Dark Souls' creator on what sets Sekiro: Shadows Die Twice apart](#) [Polygon]  
2018/12/02 [An hour with the father of 'Dark Souls'](#) [Xataka] (google translate)  
2018/12/29 ["SEKIRO". We asked Hidetaka Miyazaki about his goals and future.](#) [4Gamer] (google translate)  
2019/01/25 [Our Full Hidetaka Miyazaki Sekiro: Shadows Die Twice Interview](#) [GameInformer]  
2019/01/26 ["SEKIRO" director Hidetaka Miyazaki finally landed in Taiwan! \[Translation\]](#) [Taipei Game Show]  
2019/02/27 [Here's Why Dark Souls, Bloodborne, And Sekiro Don't Have Difficulty Options](#) [GameSpot]  
2019/03/05 [How Sekiro aims to resurrect the action RPG genre](#) [Red Bull]  
2019/03/06 [Bloodborne battle royale? From Software would 'love to have a crack' at live service games](#) [TeleGraph]  
2019/03/07 [Hidetaka Miyazaki on ninjas, death, and working with Activision](#) [TeleGraph]  
2019/03/14 [Miyazaki Talks 'Sekiro: Shadows Die Twice' And The Shinobi Way](#) [Forbes]  
2019/03/15 [Miyazaki discusses Sekiro: Shadows Die Twice and 'edge-of-your-seat combat](#) [Entertainment Weekly]  
2019/03/21 [Dark Souls creator Miyazaki on changing direction with Sekiro: Shadows Die Twice](#) [Verge]

## Elden Ring

2019/06/09 [E3 2019: Hidetaka Miyazaki and George R. R. Martin Present: Elden Ring](#) [Xbox Blog]  
2019/06/21 [Elden Ring Is an Evolution of Dark Souls Says Creator – E3 2019](#) [IGN]  
2021/06/14 [IGN - The Big Hidetaka Miyazaki Interview - Summer of Gaming](#) [IGN]  
2021/06/14 ["Elden Ring" exclusive interview in Japan. 30 hours "without a lot of detours](#) [Famitsu] (google translate)  
2021/06/14 [We talked to Miyazaki about Open world, multiplayer and poisonous swamps](#) [Igromania] (google translate)  
2021/12/06 [Miyazaki has said that his games would never have existed without PS2 game Ico](#) [Famitsu]  
2021/12/18 [George R.R. Martin's Blog. Long Long Ago...](#) (with Martin, not Miyazaki)  
2021/12/26 [Miyazaki interview: FromSoftware's president explores the unknowns of Elden Ring](#) [Edge]  
2022/01/26 [Miyazaki on Immortality, Size of Elden Ring, Freedom in Elden Ring, Gameranx, wiki \(search for The Overture of Elden Ring\)](#) [Overture of Elden Ring]  
2022/01/28 [Playstation Blog interview with FromSoftware's Hidetaka Miyazaki](#) [Ps Blog]

2022/01/28 [George Martin May Be Shocked To See What His Elden Ring Characters Have Become](#) [GameInformer]  
2022/02/25 [Hidetaka Miyazaki Sees Death as a Feature, Not a Bug. \(Free Google Doc\)](#) [New Yorker]  
2022/02/28 [George R.R. Martin's Blog. Grab For The Ring](#) (with Martin, not Miyazaki)  
2022/03/10 [Elden Ring Release Interview with Director Miyazaki \(Part 1/2\)](#) [Famitsu]  
2022/03/10 [Elden Ring Release Interview with Director Miyazaki \(Part 2/2\)](#) [Famitsu]  
2022/05/26 [Miyazaki's Favourite Boss is Radahn](#) [Xbox Wire Japan] (google translate)  
2022/06/24 [FromSoftware is "seriously creating fun game"](#) [4Gamer] (google translate)  
2022/12/02 [Miyazaki says he's trying not to get distracted by Elden Ring's succes](#) [Famitsu]  
2023/02/27 [Miyazaki Is Looking to Multiplayer Games Like Escape From Tarkov for Inspiration](#) [IGN]

## Armored Core VI

2022/12/12 [IGN The First Armored Core 6 Details With Hidetaka Miyazaki and Masaru Yamamura](#) [IGN]

## Shadow of the Erdtree

2024/02/21 [Miyazaki Answers All of Our Shadow of the Erdtree DLC Questions | IGN Fan Fest 2024](#) [IGN]  
2024/02/21 [Miyazaki on originating the Soulslike genre](#) [EuroGamer]  
2024/02/22 [There's no way of telling how or if the series would have continued the way it did without Dark Souls 2](#) [IGN]  
2024/02/22 [Miyazaki Discusses Elden Ring: Shadow of the Erdtree](#) [Famitsu]  
2024/04/27 [Interview shared to the Chinese social network Zhihu](#) [Zhihu]  
2024/06/04 [Miyazaki to talk about capping off Elden Ring, his "ideal fantasy game"](#) [PC Gamer]  
2024/06/04 [Miyazaki wanted players 'to experience sense of discovery' all over again](#) [PC Gamer]  
2024/06/11 [Miyazaki know most players use guides, but still try to cater to those who go in blind](#) [PC Gamer]  
2024/06/14 [Shadow of the Erdtree is the culmination of decades of FromSoftware RPGs](#) [PC Gamer]  
2024/06/15 [I'm still in the process of making my ideal fantasy RPG](#) [PC Gamer]  
2024/06/16 [Seamless Co-op mod is 'definitely not something we actively oppose](#) [PC Gamer]  
2024/06/17 [Miyazaki On Bringing Elden Ring To A Close And The Future Of From Software](#) [GameSpot]  
2024/06/17 [Miyazaki Talks Shadow of the Erdtree, New Weapons and More](#) [Cnet]  
2024/06/17 [Miyazaki addresses layoffs: 'I would not let that happen'](#) [PC Gamer]  
2022/06/18 [Miyazaki Talks Why Bloodborne Is Special To Him And How It Led To Elden Ring](#) [GameInformer]  
2024/06/20 [Miyazaki Made 'Elden Ring: Shadow of the Erdtree.' His Biggest Expansion Yet](#) [RollingStone]  
2024/06/21 [Elden Ring's Hidetaka Miyazaki on why he may never stop making games](#) [Guardian]  
2024/06/24 [Miyazaki Discusses His Approach To Difficulty](#) [GameInformer]  
2024/06/26 [The game design secrets of Elden Ring's Hidetaka Miyazaki](#) [Guardian]

2024/12/03 [Multiple Projects Are in Progress. Interview on the PS Awards](#) [PS Awards] (google translate)

## Elden Ring Nightreign

(Note: These aren't interviews with Miyazaki)

2024/12/12 [Director talks about the details in an exclusive interview with Japanese media](#) [Famitsu] (google translate)

2024/12/12 [Nightreign hands-on: 6 hours with FromSoftware's wild new co-op roguelike action RPG remix](#) [PC Gamer]

2024/12/12 [Director Explains Why the Spin-Off Exists, Reveals Whether George R. R. Martin Was Involved, and Why Fans Shouldn't Call It a Live Service](#) [IGN]

2025/02/10 [The map will sometimes see "large-scale changes" to terrain including procedurally appearing volcanos, forests, and yes, swamps](#) [PC Gamer]

2025/02/12 [From Software Talks About Attacking Friends For Their Own Good](#) [GameSpot]

2025/02/12 [Junya Ishizaki Details NIGHTREIGN's Design Philosophy](#) [GamerBraves]

2025/02/12 [Nightreign director on boss difficulty: 'More or less the same' as the base game](#) [UnGeek]

2025/02/12 [Why are there Dark Souls bosses in Elden Ring Nightreign?](#) [HobbyConsolas] (google translate)

2025/02/13 [Junya Ishizaki Delivers Player Freedom Despite Tighter Pacing](#) [Geek Culture]

2025/02/14 [Elden Ring Nightreign's director isn't sorry about how stressful it is](#) [Verge]

2025/05/07 [Elden Ring Nightreign Interview: reimagined game design anchored by in-depth combat](#) [Original] [PS Blog]

2025/05/25 [Yasuhiro Kitao's Interview on Redbull Lancation event](#) [Red Bull]

2025/05/29 [Nightreign Artist Speaks on Imbuing Day 3 with 'Finality' - IGN First](#) [IGN]

2025/05/31 [I Interviewed Elden Ring Nightreign's Director. He Solo'd Every Boss – and So Can You](#) [CNET]

2025/05/31 [Nightreign director: asset reuse is contentious, but FromSoft doesn't consider it a copy-paste](#) [GamesRadar]

2025/06/02 [We didn't start off by saying, 'let's aim to build a roguelike': Nightreign director says](#) [GamesRadar]

2025/06/02 [We didn't start off by saying, 'let's aim to build a roguelike': Nightreign director says](#) [GamesRadar]

2025/12/02 [Elden Ring Nightreign's Forsaken Hollows Has Reignited My Interest](#) [GameSpot]

2025/12/02 [Interview with Gamers about the Nightfall DLC](#) [GamerSky] (Chinese)

## The Duskbloods

2025/04/04 [Creators Voice \(English Version\)](#) [Nintendo]